

Riot Repertoir on talking about Juggernaut mindset when reworking Urgot:

"One big difference was a sort of mental shift between "Juggernauts can't have such and such mechanics" to more of a mindset of "It should feel a certain way to play against this Juggernaut." So in Urgot's case, things became less "Urgot is not allowed have a dash/gapcloser" to "Opponents should feel like Urgot is kiteable." I think focusing less on hard restrictions and more on the desired gameplay that those rules were trying to achieve allows us to be more flexible without compromising gameplay. That's the goal anyway."

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Interlocutioner on how they came up with his persona:

"A bunch of different ideas collided in our heads, as we headbanged and listened to industrial metal music. 1) Noxian obsession with strength 2) The idea that Zaun would have the deepest, darkest, edgiest prison in Runeterra... by its very nature 3) Where did Urgot get his augments, and why? (Answering that drove us further into the prison, which felt cooler than augments from some scientist, deciding he was there because Swain betrayed him, and by now everything started coming together...)"

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Expanded on why Urgot is drawn to Zaun:

"That's part of why Urgot is drawn to Zaun. He sees all the pain and suffering there. But it's not destroying everyone. Some THRIVE. And he thinks they thrive because of the pain and suffering. He wants chaos, to ensure that continues."

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Interlocutioner on how Urgot interacts with Warwick:

"In my mind, they haven't met yet! There's a good chance when they do meet, one of them won't survive... it kind of depends on the circumstance. If they're both going after the same baron, they might find a reason to cooperate for the time being."

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Interlocutioner on recreating Urgot's VO:

"It's not the same voice actor. u/RiotKarateMonkey put a lot of work in trying to find an iconic sound for his voice (breathing noises, filters for the mask, etc), while I focused on trying to channel the right emotions through the performance. Glad to hear you found it "Urgot."

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He expands on Rioter voice acting:

"Channel the right emotions by writing lines and working with the actor, not acting myself."

There is a troupe of Riot VAs though. They often do placeholder acting. Dreaming of turning in a performance so epic, it becomes permanent.”

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MEMEMEMEME on implementing story design:

“I can't speak for u/Interlocutioner who did most of the heavy lifting when it came to Urgots persona, but I do remember in the early parts of dev we had to pick and choose certain aspects of Old Urgot carefully.

Example being that visually Urgot was grotesque and disgusting, so to a certain extent we wanted to maintain that, but what if the truly disturbing things were what he DID vs what he looked like. Granted having your top half rotate independently from your bottom is creepyyyyy.”

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Interlocutioner expands:

“u/RiotRepertoire made it easy by translating all of our rambling into game mechanics, feelings, things you can do and experience even in SR. We try to encourage this by collaborating on everything. I may not be an artist like u/3rdColossus, but he'd better be ready to hear exactly what I think about the art. And what everyone else on the team thinks! Same for me with the persona/story.”

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Repertoire on scrapped skills:

“One of the abilities that was a lot of fun but ended up being waaaaaaay too complicated was a Q spell that functioned somewhat like a toggle, but between three weapons. It had a medium-sized cooldown, and it always cycled through weapons in the same order and depending on which weapon you had, it modified his other spells as well. Because it always cycled in the same order and had a cooldown on it, the gameplay was like “well, I guess I'm melee for the next 10 seconds at least; time to get in there” or “k, I'm an artillery, let's blow 'em up from afar.”

The ability was a lot of fun to design, but I could never get it to feel quite right to use, and it was always very complex, as Urgot ended up having like 12 different abilities or something.”

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MEMEMEMEME with funny bugs:

“My favorite one was where if you hit Joke, and then recalled, the duck he pulls out of his stomach would stay attached to his hand bone, then fly away. The pose he does for the recall is perfect, heres a video. <https://twitter.com/RiotMEMEMEMEME/status/884869993409552384>

Other favs:

When traveling through Bard tunnel, knee caps would stay visible, and if W was up you would do drive by shots.

Legs would spazz out during W depending on the targets range, and they would do the walk animation on a .25 second transition.

Legs would get stuck in their raised animation, and he would just float around forever.

I'm sure there are others, Urgot had 500 some odd bugs."

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NoopMoney and Interlocutioner talking about Urgot's political views:

"Actually that's literally the opposite. He wants the strong to rule and the weak to go live in a ditch"

"Yeah, to a certain extent it's a complete rejection of politics (which he thinks ruined Noxus), in favor of chaos."

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MEMEMEMEME with some difficulties testing Urgot:

"There were a few notable ones:

1. Urgot uses parametric animations so that his legs can stay in "fixed" positions, but his top half is displaying facing directions. This means that Urgot has a buttload of animations, we broke the animation cap for League's engine, and had to increase it. Making sure the legs maintained that fixed position was super important not only for visual fidelity, but gameplay reads.
2. Urgot's ult "drags" enemy champions, our game sometimes doesn't like that, and we would often run into scenarios where the chains were fighting against a dash, tp, ect.
3. Not really a bug per say, but really understanding the rules around Urgot's ult, and making sure they were constant in regards to the rest of the game with things like Unstoppable, Invuln, ect.

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He expands here:

Yup for League's engine as a whole, I don't know the nitty gritty details, but it wasn't as big an undertaking as it sounds, more that we didn't even know what the cap was, so when we hit it our Animator was surprised.

Urgot ults does two things, suppress the target, and make them untargetable, so you can not Kayle ult them mid drag (but you can if you get it off before the chains hit)."

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Interlocutioner with how Urgot might interact with Camille:

"I think Urgot sees himself as a peer to Camille, more than a foil. (A foil might be someone like Warwick.) He respects her actions, everything she's done to weaponize herself, to become strong and never apologize. She's, potentially, the only Piltovan he respects. And he likes her legs.

But would he respect her if he knew about her doubts, her fears that she's losing her humanity? In the long term, conflict is guaranteed IMHO.

As for followers. I think Urgot's message resonates with a lot of Zaunites, you can hear "The Sons of Ur" chanting in his login music. (Think the mutant gang from Frank Miller's The Dark Knight Returns.) These are people who have nothing, who are told they can have whatever they're willing to TAKE. And young people already saying F## THE MAN, having a dagger put in their hand. STABBITY STAB HIM. Many might get in over their heads. End up getting scared, when they meet Urgot in person. Or trampled by him, because he doesn't care if they live or die."

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BelugaWhale on how he wrapped up Urgot:

"Repertoire left Urgot in a pretty completed state, with some minor mechanics polish. Most of my work was about refining how the kit interacted with itself, such as adding in the lock on mechanic to smooth out W play or figuring out how and when the ultimate should re-cast."

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MEMEMEMEME on the hardest aspect of updating a champion:

"Staying true to what people enjoyed about the OG, sometimes that is done in very abstract ways, sometimes more obvious, but these thoughts are often at the forefront.

For me once I start seeing assets made, we have some incredibly talented people here, and they make amazing things."

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3rdColossus also talks about it:

"The endurance it takes to work through tons of ideas, searching for the nugget that ties Narrative, Art, and Gameplay together. Gaining alignment on the big "hook" for the character. Once a direction is agreed upon it becomes a lot easier to move forward.

Most fun for me is day 1 Blue Sky phase and last day when we ship our new baby into the world. Getting to see how he plays with our world and other champs, and of course player reaction!”

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MEMEMEMEME on working with Urgot’s new legs:

“Fairly labor intensive, u/Noopmoney did a ton of work to make sure League could handle his animation needs. Our animator had to do parametric animations for everything, so from what he described it was not difficult to create, just super time consuming.”

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Interlocutioner talks about it:

“Yo, you know how every character in the game rotates when you move around? Well Urgot DOESN'T. He's a fucking tank. It's a subtle thing, but this makes his animations waaaayyy more difficult to make. In order to make them look good we had to make a version of his animations for each cardinal direction and blend between all of them.

Also we were developing Urgot we learned that our game engine was very particular with how it expected character to move and rotate. And did a bunch of work to make let Urgot move and face totally different directions, something that really cements the "tank" feel”

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KarateMonkey on how they made Urgot’s grinding sound:

“I recorded a wood chipper and an actually meat grinder for some of the sound effects for the execution. I guess if you consider raw beef dog food you could say dog food was involved.”

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Repertoire on why they decided to rework Urgot:

“In this case it was more that we hadn't found anything quite right for Urgot in the past despite several attempts, so after some time with him back in the icebox, we put a new team on it and we were able to come to something eventually. Essentially, this group didn't start with a set idea on what we were making, but we were able to arrive there eventually.”

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MEMEMEMEME on how they designed the legs that aren’t always visible:

1. “Light on top of the knee caps.
2. Grate that moves up and down.
3. Audio queues.

4. Subtle light on the ground.
5. Git Gud

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3rdColossus notes that the IX on Urgot's arm is the 9th splash he painted:

"IX = the ninth splash I painted"

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3rdColossus on how Urgot sees Viktor:

"I think about the Zaun baddies a lot, especially in relation to each other. I feel like on some level, Urgot agrees with parts of Vik's philosophy, especially "I will replace this body part with lasers". But on a surface level I feel like Urgot would be utterly unimpressed by Vik's puny silhouette. Does he even lift?"

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Expands here and adds a little something about Camille:

"I imagine he does. But Camille has poise and doesn't hide behind a mask. Her strength is mechanical but also very physical, which is what's missing from Viktor. Def want to make a short Urgot-Camille comic someday and explore their dynamic

To be clear, I love Viktor as a character, I'm just trying to imagine how their interactions would actually play out based on their personalities. I think Viktor would regard Urgot as "incomplete" which is kind of funny because he's probably the only person in Runeterra who thinks Urgot hasn't gone far enough with the body mods. "Ya missed a spot" XD"

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One more comment:

"Oh, you're probably right, I just play Full Machine Viktor in game. I guess Urgot would be kind of an inspiration then, if a crude and inelegant one"

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3rdColossus for Crabgot splash inspirations:

"Godzilla, Pac Rim, closeups of crabs (really interesting design), the feeling of being underwater, and cool above-below water photography"

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More scrapped skills from Repertoire:

"At one point, before shotgun legs existed and prototype Urgot was a much longer range champion, his E was a long range arcing cluster bomb that, upon reaching its target location,

would split into a bunch of fear mines that fell to the ground and placed themselves somewhat randomly in the area. The purpose of the spell was to create a sort of hectic battlefield that the enemy had to navigate, but the spell had several problems. Mainly, because the punishment for hitting a mine was so high for the opponent, they had to be very fair to dodge, and so Urgot felt like he had very little control over the success of the ability. Despite them being so fair to dodge, they still felt too punishing for opponents. Finally, because of my questionable scripting on early iterations, it got nicknamed the bounce house of doom, where frequently running into one mine would get you feared into another, which then feared you into another, etc.”

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Riot Repertoire on keeping old Urgot ult:

“I considered it, but we ended up iterating toward more of a horror and power fantasy, where we wanted his high moment to be about just brutally eliminating someone. Since the old ult is really too powerful to be a basic, it couldn't really be made to fit on the kit anymore.

That said, the old ultimate is pretty cool, and I wouldn't be surprised to see it on a different kit someday.”

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BelugaWhale on if lane has any impact on VGUs:

“I'm not sure lane is even brought up in our assessment of who to rework. It's mostly a review of what champions we think would create the most player excitement/engagement relative to their current state. For example: Irelia is not someone you would compare to Mordekaiser or Yorick, but we think also think she can be way more.”

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BelugaWhale with a general rule of thumb with his ult:

“Urgot Ult respects general rules of the game, and cannot kill Tryn through his ult. GP orange and QSS will remove the suppress and stop them from dying. Cleanse will not”

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Repertoire on inspiration for shotgun knees:

“This is pretty accurate. At the time, I was having a hard time making the version of the kit we were testing work, and at that Assassins retro, since we all had sticky notes on hand to write notes on, I remember thinking about his legs and then drawing a top down diagram of Urgot with one big circle (Urgot's body) surrounded by 4 smaller circles (each of his legs) with the idea that he would use them on independent cooldowns to "stomp" nearby enemies. For little reason other than because the diagram looked incomplete with the 4 circles, I changed it to 6 and immediately following the meeting, asked Larry - one of our concept artists - if we could change



him to have 6 legs instead. He thought I was trolling him (somewhat unreasonably asking him to start over), but I immediately started testing a prototype version of the ability (it was his Q at the time), and because it seemed to test pretty well, we went down that path and never really looked back.”

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Repertoir on hardest ability to implement:

“Gameplay-wise, I think the hardest part of everything was trying to constantly keep assessing that this ranged tanky guy was also as fair to play against as we wanted it to be. Even as we release him now, it's still a bit of risk.

As far as specific abilities go, coming to the idea of the shotgun knees was a big breakthrough, and it was surprisingly challenging to come up with an E that supported it. The one we landed on ended up pretty cool, but part of me still wishes I hadn't resorted to semi-generic dash ability.”

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Interlocutioner on doing Traditional skins with VGUs:

“Nowadays whenever we do a VGU, we try to preserve elements of the "traditional" character wherever possible—because they might not be thematically coherent with the new direction, but they're f@\*(ing badass. Butcher Urgot has stitches and gross, sloughing flesh, for example.

Doing an actual "Traditional" skin is up to the team that makes new skins.”

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Interlocutioner on how Urgot view Ekko:

“Ekko may not be as buff as Urgot, but he can shatter space and time without throwing a punch. To Urgot, he's an example of the kind of person that can be forged in the chaos of Zaun. And there's more, but let's save that for future stories.”

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3rdColossus on how big Urgot is:

“When I painted the splash, I was thinking both. He probably started abnormally huge, think the Mountain in GoT, and then when he replaced his lower half with a mining rig it made him that much more massive. I intentionally made his followers kinda scrawny and small to make him feel huge. The analogy in my head was when you see little fish hovering behind sharks or whales, hoping to pick up the scraps. The shark doesn't really pay attention to them, except as a snack sometimes”



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Repertoire talks about concerns with Urgot's R:

"I designed the R's basic gameplay, but u/GreaterBelugaWhale did a ton of work to make it feel good to use and more fair to play against. There have definitely been worries that the ability would be frustrating to play against, so at the very least we wanted to also do our best to make it fair to play against. The guy is grinding his enemies to a pulp, so that is likely to have some frustration baggage attached to it inherently, but having it also feel fair to play against should offset some of that (hopefully)."

[https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were\\_the\\_rioters\\_that\\_did\\_the\\_urgot\\_update\\_get/dkpimlp/](https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were_the_rioters_that_did_the_urgot_update_get/dkpimlp/)

Interlocutioner notes that Urgot's theme is in Noxian and its his followers cheering him on:

"That's the more polite, meme-worthy interpretation. :D

The answer's actually not that interesting. The chanting is in Noxian. Urgot's followers are cheering him on."

[https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were\\_the\\_rioters\\_that\\_did\\_the\\_urgot\\_update\\_get/dkpinqr/](https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were_the_rioters_that_did_the_urgot_update_get/dkpinqr/)

Small expansion by him here:

"Urgot's followers are cheering him on by saying their gang name over and over. "Sons of Ur" in English. But the actual chants are in Noxian."

[https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were\\_the\\_rioters\\_that\\_did\\_the\\_urgot\\_update\\_get/dkpk174/?context=3](https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were_the_rioters_that_did_the_urgot_update_get/dkpk174/?context=3)

KarateMonkey says it was the dev team who did the recording:

"The urgot dev team did the group chanting. Not sure what the heavy filtered lyrics are."

[https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were\\_the\\_rioters\\_that\\_did\\_the\\_urgot\\_update\\_get/dkpiqe4/](https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were_the_rioters_that_did_the_urgot_update_get/dkpiqe4/)

Repertoire on how he designed Urgot's R:

"One of the early pieces of concept art we had for Urgot showed him whipping chains out over a long distance to pull a fleeing Caitlyn back to him to her death. The only question remaining at that point was how she was killed. Someone in the room was suggested "meat grinder?" at which point everyone was pretty silent in a sort of "can we do that?" tone, and we just kind of went with it from there."

[https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were\\_the\\_rioters\\_that\\_did\\_the\\_urgot\\_update\\_get/dkpitq1/](https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were_the_rioters_that_did_the_urgot_update_get/dkpitq1/)

BelugaWhale with inspiration for his design:

"A lot of his design came from the industrial/heavy machinery look we wanted him to bring. We imagine his weaponry to have originally been mining equipment from his stay in the Dredge

mines - his gun a bolt cannon (AA) used to blast holes into the rocks to place explosives (Q), and his meat grinder (R) originally a rock crusher.”

[https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were\\_the\\_rioters\\_that\\_did\\_the\\_urgot\\_update\\_get/dkpk5r1/?context=3](https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were_the_rioters_that_did_the_urgot_update_get/dkpk5r1/?context=3)

Comment by Interlocutioner on the character Voss:

“She's dead in my mind, but we never showed her body! That basically means she's alive.

I'd love to see a chem-baron character in the future as well, I like how Voss would bring torture, imprisonment, and a hatred of Urgot to the mix.”

[https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were\\_the\\_rioters\\_that\\_did\\_the\\_urgot\\_update\\_get/dkpk6wx/?context=3](https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were_the_rioters_that_did_the_urgot_update_get/dkpk6wx/?context=3)

BelugaWhale on concerns of Urgot with frozen mallet:

“I'm a balance god.

Personally not worried about FM because he slows himself during his W and his ranges are shorter than Gnar, so it's not auto-kite”

[https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were\\_the\\_rioters\\_that\\_did\\_the\\_urgot\\_update\\_get/dkpk9ya/?context=3](https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were_the_rioters_that_did_the_urgot_update_get/dkpk9ya/?context=3)

MEMEMEMEME with comment on story and theme:

“Haha always is, another thing we try to keep in mind overall for characters is that, just because a story/theme makes a character interesting, does not mean that it is the correct thing for League. Meaning that a character you play as, has different needs than a character that just exists in the world.

I am happy that your interest is peaked! Hopefully you enjoy him!”

[https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were\\_the\\_rioters\\_that\\_did\\_the\\_urgot\\_update\\_get/dkpjsz3/?context=3](https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were_the_rioters_that_did_the_urgot_update_get/dkpjsz3/?context=3)

Interlocutioner with the visual inspirations for new Urgot:

“For me. Immortan Joe, yes. Scarecrow. Gully Foyle from The Stars My Destination. Mr. Motley from Perdido Street Station. Riddick. Eugene Hutz, of Gogol Bordello, at one point.”

[https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were\\_the\\_rioters\\_that\\_did\\_the\\_urgot\\_update\\_get/dkpky7s/?context=3](https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were_the_rioters_that_did_the_urgot_update_get/dkpky7s/?context=3)

3rdColossus on designing splashes:

“Hey Finikksu, thanks for the question. I always try to make the splash that is the most appropriate for our goals. Sometimes a splash calls for action, sometimes it calls for stillness. On Warwick, I had a really dynamic in-your-face kind of composition cos that's who Warwick is.

For Urgot, I saw a unique opportunity to show his power through his influence and cruelty (drowning a chem baron and attracting followers). Sometimes power is not having to lift a finger, it's more subtle and psychological. I was looking at the classic shot of the Godfather and also some horror-movie cinematography. Would this kind of shot work for Master Yi? probably not. But yeah, especially having worked on the concepts and the splash, there was a lot I wanted to say in one image. This piece is my love letter to Zaun and Urgot!

If you're interested, I made a post on my Art Station walking through studies, thumbnails, and other explored ideas before the final: <https://www.artstation.com/artwork/6o0Nw>”  
[https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were\\_the\\_rioters\\_that\\_did\\_the\\_urgot\\_update\\_get/dkpm2xw/?context=3](https://www.reddit.com/r/leagueoflegends/comments/6phsnt/were_the_rioters_that_did_the_urgot_update_get/dkpm2xw/?context=3)

Interlocutioner on Urgot being a headsman:

“When we held the Zaun event I think we were still in the early days of Urgot (and I was absorbed with Warwick), so nothing was set in stone. But one of our early goals was definitely to figure out what it meant for Urgot to straddle the two factions/regions. Back in the day, many champs came from one place and ended up in another, I think it helped show movement and action in the world—but it didn't always make sense from a character-motivation perspective.

A headsman is basically an executioner who is sent on missions, lol. Someone is deemed a threat to Noxus, a failure, etc. Urgot takes them out. Alternately, they would roam Noxus and look for these opportunities themselves. Almost like... a roaming WH40k commissar.

<http://wh40k.lexicanum.com/wiki/Commissar>

At least, that's what I had in mind but since we didn't put it in writing, someone else could shade/develop it more in the future.”

<https://www.reddit.com/r/leagueoflegends/comments/6phsnt/comment/dkptlel?st=J5K5IOD9&sh=60eb1421>